Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE ___ OR SMALL ENTITY **TOTAL CLAIMS** 2, RATE FEE RATE FEE FOR NUMBER FILED NUMBER EXTRA BASIC FEE 385.00 OR BASIC FEE 770.00 **TOTAL CHARGEABLE CLAIMS** minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X43≈ X86= OR **MULTIPLE DEPENDENT CLAIM PRESENT** +145= +290≈ OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL 770 CLAIMS AS AMENDED - PART II OTHER THAN (Column 1) (Column 2) SMALL ENTITY OR (Column 3) **SMALL ENTITY CLAIMS** HIGHEST REMAINING ADDI-NUMBER ADDI-**PRESENT** AMENDMENT **AFTER** RATE TIONAL **PREVIOUSLY** RATE **EXTRA** TIONAL **AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus *** X43 =X86= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +145= +290= OR TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST REMAINING ADDI-NUMBER ADDI-**PRESENT** AMENDMENT **AFTER** RATE **PREVIOUSLY** TIONAL TIONAL **EXTRA** RATE AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43 =X86= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +145= +290= OR TOTAL TOTAL OR · ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST REMAINING ADDI-NUMBER ADDI-PRESENT AMENDMENT **AFTER PREVIOUSLY** RATE **TIONAL EXTRA** RATE TIONAL **AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR

OR

OR

+290=

TOTAL

+145=

ADDIT. FEE

TOTAL

^{4.} If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

^{**} If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

till the 'Highest Number Previously Paid For' IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.